

CLAIMS

What is claimed is:

1. A system for entity programming, comprising:
 2. an entity player for invoking an entity, wherein the entity includes a plurality of methods;
 4. an entity editor connected to the entity player; and
 5. at least one control device connected to the entity player, wherein the entity player invokes the entity methods in accordance with the control device.
1. 2. A method for entity programming, comprising:
 2. selecting an entity wherein the entity includes a plurality of commands that are associated with the entity; and
 4. selecting at least one entity command.
1. 3. The method of claim 2, wherein the step of selecting the entity commands is performed through the use of an entity editor.
1. 4. A method for entity programming, comprising:
 2. downloading an entity, wherein the entity is associated with a plurality of commands;
 4. opening the entity in an entity editor to determine the plurality of commands associated with the entity;
 6. selecting at least one command; and
 7. constructing a message from the selected command.

- 1 5. A method for entity messaging, comprising:
 - 2 downloading an entity, wherein the entity is associated with a
 - 3 plurality of commands;
 - 4 opening the entity in an entity editor to determine the plurality of
 - 5 commands associated with the entity;
 - 6 selecting at least one command;
 - 7 constructing a message from the selected command; and
 - 8 sending the message.
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